



City of Huxley Parks and Recreation Department Adult Men's Basketball Rules & Procedures

The City of Huxley Parks and Recreation Department will follow the rules of the **National Federation of High School Associations (NFHS)** with the following exceptions and inclusions:

1. Managers must record ALL team members' first and last names onto the score sheet prior to game time. If a player enters the game and is not listed, the team will be assessed a rules-technical foul.
2. A team must have at least four players to start play.
3. Forfeit Time: If a team does not have enough players to start a game at the scheduled time, the clock for the first quarter will begin at that time. Once a team has enough players, the game can then begin. However, for each minute that has gone off the clock prior to a team having enough players, the opposing team will be awarded four points. If a team does not have enough players at the end of the first quarter, the game will be declared a forfeit. (Must be 4 players on the court)
4. A game will consist of four, 10-minute quarters.
5. The clock will run continuously, except for time-outs, injuries, 1-minute quarter breaks and a 3-minute half-time break. The clock will be stopped for any dead ball situations during the last **two minutes** of the **each quarter** unless a team is ahead by 15 or more points.
6. Each team will be allowed two (2), one-minute timeouts per game. Teams that try and use more than 2 timeouts will be assessed a rules-technical foul.
7. Overtime Periods: The first and second overtime periods will be three minutes in length and the clock will stop for any dead ball situations under one minute. All other overtime periods will be one minute in length with a stop clock for the entire minute.
8. Each team will be allowed one timeout per overtime. Alternate possession arrow will determine which team has first possession.
9. The home team will receive possession of the ball at midcourt to start the game. After the game begins, the possession arrow will determine ball possession for jump balls and the start of each quarter or overtime.
10. During free throws, players may enter the lane after release. **Except for the free thrower, who must wait until the ball touches the rim, backboard or the free throw ends.**
11. Substitutions are allowed at any time as long as no advantage is gained. If an advantage is gained by the substituting team a rules-technical will be assessed.
12. **Teams must have same color of shirt/jersey and must have a number on the back. If not a screen printed number then use marker or tape to create a number. If you do not have a number on your jersey you do not play in the game. This rule is put in place to make it easier for the referee's to call fouls and get it recorded at the score table. There are no exceptions to this rule and it will be enforced by the officials.**

Game Conduct, Policies, and Procedures

13. Excessive profanity by teams or spectators will result in a game misconduct technical foul. (**referee's discretion**)
14. Any player that is charged with his/her first misconduct technical foul in a game must sit the remainder of that quarter as well as the next full quarter. If this happens in the fourth quarter, the player will be finished for that game, including overtime period(s). The penalties will not carry-over to the next game. (A technical in the 2nd quarter will keep the player out until end of 3rd.)
15. Players will be ejected from the game after receiving two misconduct technical fouls in a game. All players ejected will be suspended for a minimum of one additional game.

16. Any player charged with a flagrant foul will be ejected from the game immediately. Per the NFHS rule book, a flagrant foul is of a violent or savage nature which can include: striking, kicking, or kneeling.
17. All ejected players must leave the gymnasium immediately. (Play will not resume until ejected player has left the gym.)
18. If during a game, pushing, shoving, trash talking or physical contact becomes excessive and jeopardizes players' safety or the integrity of the game, the officials or site supervisor has the authority to declare the game a forfeit or double forfeit at that point.
19. Any player receiving three (3) game misconduct technical fouls during the season will be suspended for the remainder of the season.
20. Any team who is assessed three misconduct technical fouls for player conduct in one game will forfeit that game and play will be suspended resulting in a forfeit.
21. A team receiving six (6) game misconduct technical fouls during the season will be removed from the league.

NOTES AND EXPLANATIONS

A misconduct technical foul is any non-rules technical foul. It is applied to both the player total and his team total.

Rules technical fouls are technical fouls that Huxley Parks and Recreation have created to create a more enjoyable and safer league. Rules technical fouls do not count towards the player total or team total. There are no rules technical fouls listed in NFHS rule book.

Intentional Foul – 2 shots and ball

Flagrant Foul – 2 shots and ball

Misconduct Technical – 2 shots and ball

Rules Technical – 1 shot and ball

MISCELLANEOUS INFORMATION

1. Change into game shoes at the gym courts, so gym courts will remain in good shape all evening.
2. Stay out of all areas other than the gymnasium and locker rooms.
3. Spectators must remain at court level to watch the game, not from the walking track.
4. Children must stay in the gym. Other areas of the facility including the lounge, walking track, racquetball court, and weight room are for 3C's members only.
5. Players must play at least 3 regular season games to be included for tournament play.

